

# Michael Chubb

## Real-time FX Artist

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References available upon request

### Objective

To help push the limits of real-time effects by working on the next generation of "Triple-A" titles for top tier development studios.

### Education

Illinois Institute of Art - Schaumburg, Illinois (10/96 - 9/99)

BFA in Media Arts and Animation

### Software

Autodesk 3DS Max, Maya & Softimage XSI; Adobe Photoshop, Premiere & After Effects; Unreal Engine 3 & 4

### Experience

Freelance Senior FX Artist - Los Angeles, CA (1/10 - present)

- **Whitemoon Dreams - Los Angeles, CA (Jan. 2013 - present)**
  - **Warmachine: Tactics (PC)** - Lead FX Artist - Created effects and effects shaders for Warmachine: Tactics
- **Treyarch - Santa Monica, CA (May 2011 - Sept. 2012)**
  - **Call of Duty: Black Ops 2 (X360, PS3, PC, WiiU, shipped 11/13/12)** - Senior FX Artist  
Responsible for FX in all of the pre-rendered movies before and after levels
  - **Call of Duty: Modern Warfare 3 (Wii, shipped 11/8/11)** - Senior FX Artist  
Modified X360 effects assets for Wii; Managed a team of 2 junior FX Artists
- **Whitemoon Dreams - Pasadena, CA (July 2010)**
  - **Warmachine (X360, PC)** - Senior FX Artist - Created effects for Warmachine vertical slice

Pandemic Studios - Los Angeles, CA (8/07 - 11/09)

- **Lord of the Rings: Conquest (X360, PS3, PC, shipped 1/13/09)** - Senior FX Artist - Created effects with 2 other artists.
- **Legends (X360, PS3, prototype)** - Senior FX Artist - Developed effects pipeline and created all effects.

Sony Online Entertainment - San Diego, CA (7/01 - 7/07)

- **Untold Legends: Dark Kingdom (PS3 launch title, shipped 11/15/06)** - FX Artist - Created effects with 2 other artists.
- **Field Commander (PSP, shipped 4/24/06)** - FX & Cinematics Artist - Created all effects and scripted all in-game cinematics.
- **Untold Legends: Brotherhood of the Blade (PSP launch title, shipped 3/24/05)** - Artist II - Contributed to modeling and texturing of props and environments. Created all effects.
- **Planetside: Aftershock (PC, shipped 10/18/04)** - Artist II - Created all effects.
- **Planetside: Core Combat (PC, shipped 10/27/03)** - Artist - Contributed to modeling, texturing, lighting and animation of props and interiors. Created all effects.
- **Planetside (PC, shipped 5/19/03)** - Artist - Contributed to modeling, texturing, lighting and animation of props and interiors. Created majority of effects.
- Also contributed to these SOE products: **Untold Legends: The Warrior's Code (PSP, shipped 3/28/06)**, **Cash Guns Chaos DLX (PS3, shipped 11/15/07)**, **Everquest II** and **Guns for Hire (unreleased prototype)**.

### Other Skills & Traits

- Highly motivated self-starter with a great team attitude
- Very proficient at learning, evaluating & developing proprietary FX tools/pipelines
- "Can do" mind-set - Will find a way to get the job done